

***APF* electronics, Inc.**
boxing
operating instructions

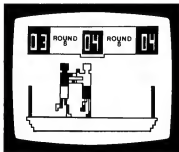
Cartridge # MG 1012

GETTING STARTED

Insert the cartridge into the main unit and press the reset button. There are 6 games listed.

NUMBER OF PLAYERS

Boxing can be played by 1 or 2 players. The playfield looks like the following:



OBJECTIVE

To knock out your opponent or win the most numbers of rounds. To accomplish a knockout you must hit your opponent 5 times in a row without him hitting you. In the games that have rounds the computer awards the round to the most offensive player. The player with the most rounds at the end of the game is the winner.

USE OF YOUR CONTROLLERS

1. To move your man forward or backward, push the joystick left or right.
2. To throw a punch, push the Fire button.
3. To block an opponent's punch, push the joystick up or down.

GAME VARIATIONS:

1. Boxing — 2 players — 15 rounds, 60 seconds each round.
2. Boxing with Horrible Harry — 1 player — 15 rounds, 60 seconds each round.
3. 5 Round Bout — 2 players — 5 rounds, 60 seconds each.
4. Jabbing Joe — 1 player — 5 rounds, 60 seconds each.
5. Sparring — 2 players — 1 round, 99 seconds. The player with the most points is the winner. There cannot be a knockout.
6. Spar with Slugger Sam — 1 player — 1 round, 99 seconds. The player with the most points is the winner. There cannot be a knockout.